

Cave Story₊

洞窟物語

INSTRUCTION BOOKLET

This official seal is your assurance that Nicalis Inc. has developed this game to its best effort of quality, design and fun. Always make sure that the games you play meet your strict and discerning standards of superior entertainment value. Items not carrying this seal have not been approved by Nicalis.



Thank you for selecting the Nicalis CAVE STORY + Video Game.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

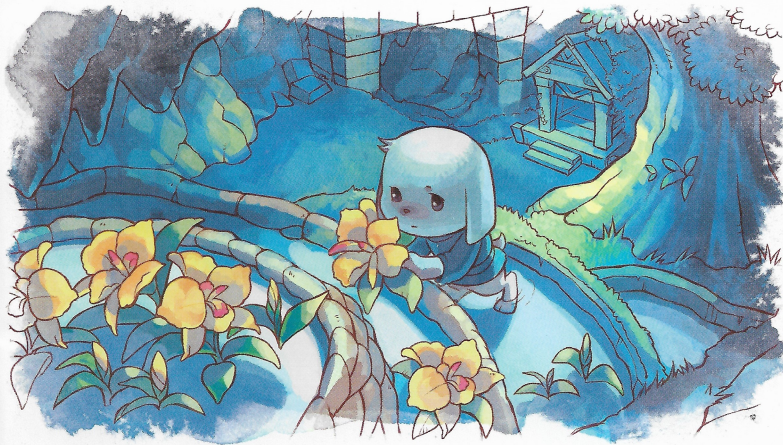
Table of Contents

The Story of Cave Story +	3
How to Start Playing Cave Story +	7
Important Points to Remember to Advance the Game.....	11
The Key to Winning: Hunt Out Weapons and Items	17
Friends and Enemies You'll Encounter on Your Journey	23
IMPORTANT WARNING.....	26
Super Secrets and Unlockables.....	27

The Story of CAVE STORY+

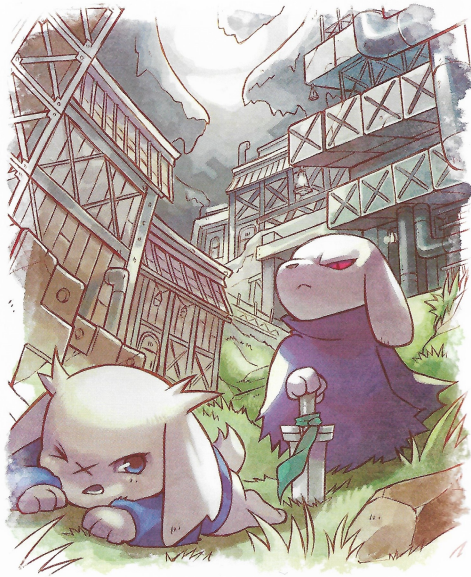


You wake up in a dark cave with no memory. Who are you, where did you come from and why have you been left alone in such a place? It's a struggle to recall the answers to these questions.

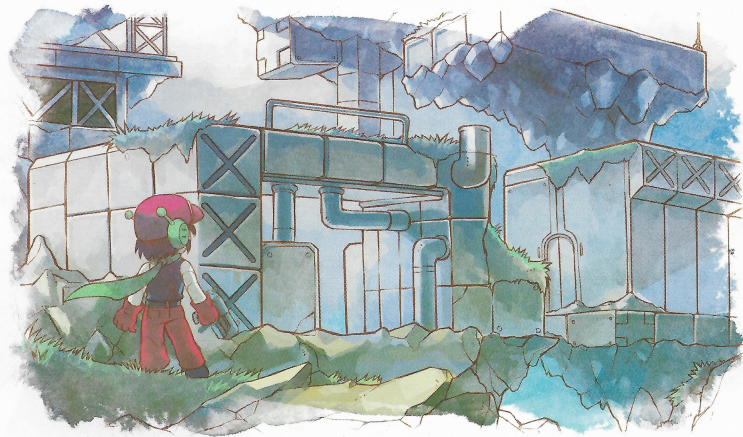


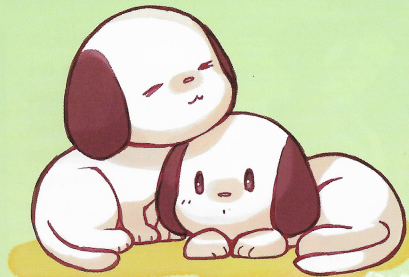
You begin to explore the cave and look for possible escape routes. Before long, you discover Mimiga Village, home of a curious race of rabbit-like creatures called Mimiga who roam free.

As you talk to various denizens of the village, you eventually learn that the once-carefree Mimiga are in great danger. Their town, their lives and even the survival of their species are all at risk because of a terrible external threat: an unseen human oppressor who is said to be using the Mimiga for nefarious purposes against their will.



There's only one person who can help the Mimiga: a quiet, amnesiac boy who can't even remember his own name. Take control and learn the origins of this world's power, stop the delusional villain and save the Mimiga!





Important Points to Remember to Advance the Game



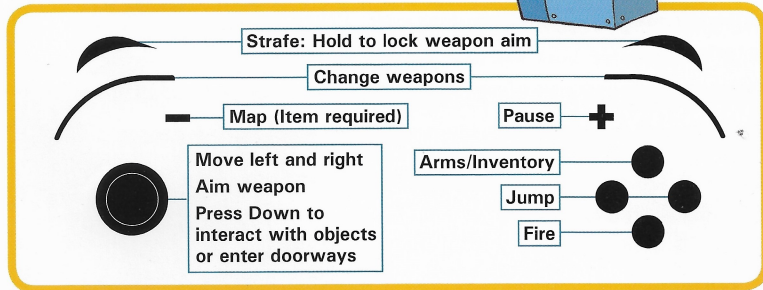
Battle the scourge of your Mimiga friends!

Our hero's mission is to put an end to the Mimiga oppression, and to learn the truth about his own past. On the way, he continues to search endlessly, and to help the Mimiga that he meets.



How to Use the Controller

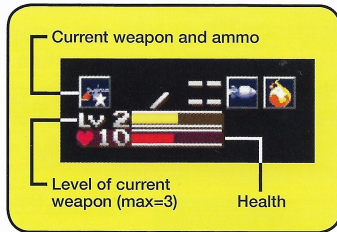
The Controller has several parts. See the legend below for specific button functions. You can swap the functions of the Jump and Fire buttons by turning Flipped Input "On" at the Game Options menu.



You may use the directional buttons instead of the left thumbstick if you wish.

Reading the Screen Displays

Vital information is located at the top-left portion of the game screen. These indicators will show you the currently equipped weapon, the amount of ammunition you have in reserve, your current health and more. Keep track of all this information regularly if you don't want to restart often.

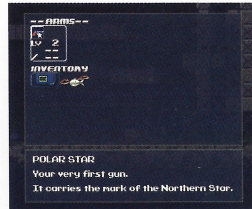


When you capture a Weapon Crystal...

When enemies are destroyed, Weapon Crystals are sometimes given off. If these Crystals are captured, your current weapon's level will be increased. Weapon Crystals can also be found in capsules.

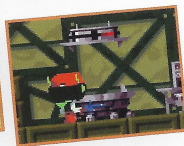


The Arms/Inventory menu has vital information on weapons and items that have been acquired through the course of your adventure. Weapons can be manually selected via this menu as well as in-game (see Page 12).

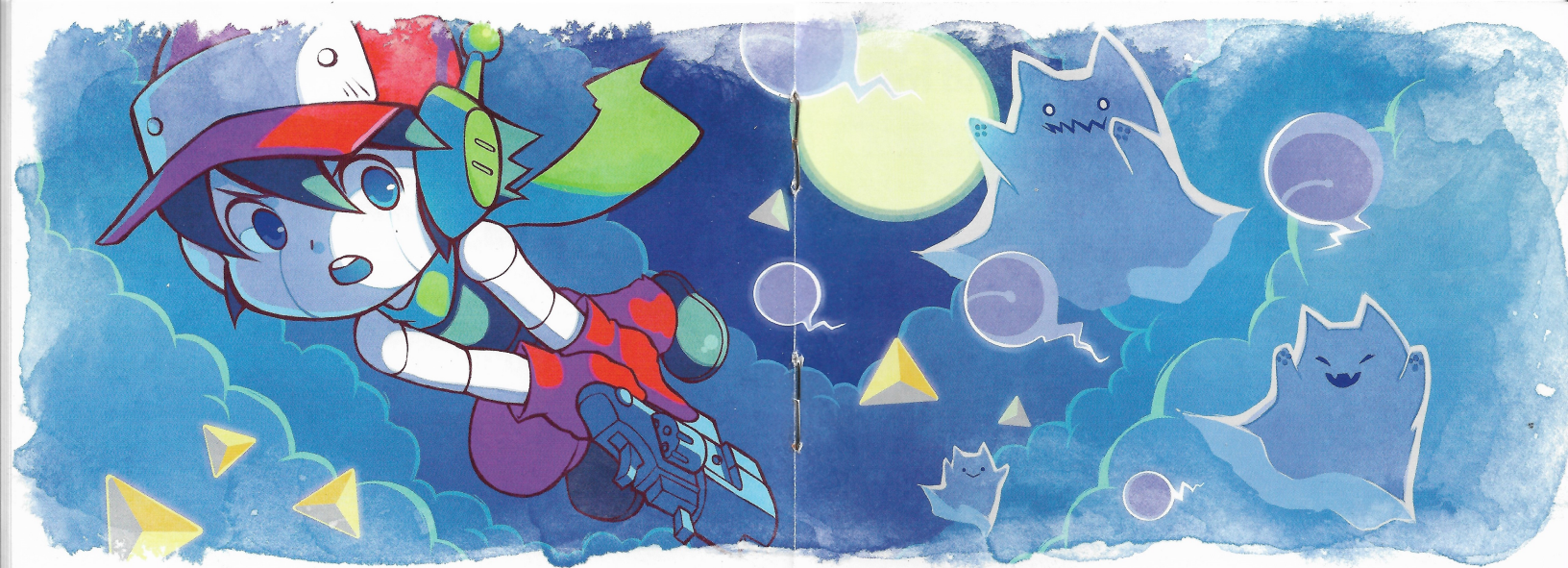


Every weapon and item has a description. Passive items can't be equipped; instead, they are used automatically when required. Other items have to be equipped and unequipped.

■ Go through doors and activate devices!



Doors and teleportation devices are located throughout the caves. Press Down while standing in front of these and other devices to enter or activate. You can also press Down to talk to some characters!

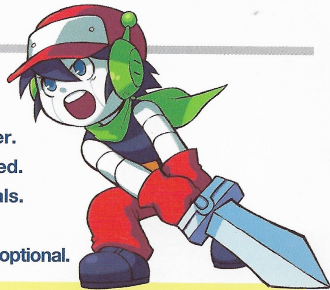


Hunt Out Weapons and Items

As you progress on your adventure, at least 10 different weapons can be found, or acquired by other means such as trading. You can also find helpful items in random areas, inside chests, hidden in the landscape or in the possession of characters who may or may not want to give them up.

● Things to remember

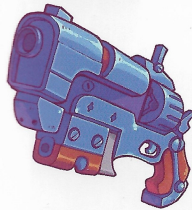
- Crystals increase an equipped weapon's power.
- Weapons lose power when damage is sustained.
- Some weapons can't be powered up by Crystals.
- A weapon's power will max out at Level 3.
- Some items are necessary to advance; others are optional.



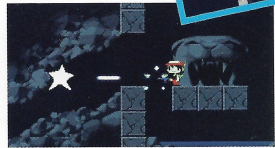
The secret to finding a cool, new weapon or item might be as simple as helping someone out! Other times, more creative thinking may be required...



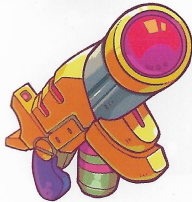
Polar Star



You'll "borrow" your first weapon, the Polar Star, from the napping Gunsmith. (Don't worry, he won't be too upset!) Its initial power is somewhat weak, but it can be powered up much faster than some of the other more effective weapons. At full power (Level 3), it can deliver a decent amount of damage very quickly.



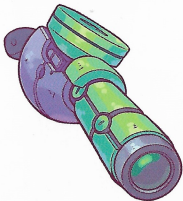
Fireball



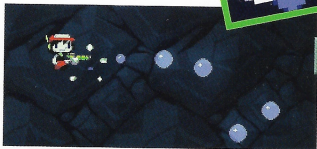
A gift from a friendly Mimiga, the Fireball will be presented early into your quest. Unlike the Polar Star, the Fireball is bound by the effects of gravity. It bounces in a fairly predictable manner and is noticeably stronger than the Polar Star. It is very useful on hilly terrain.



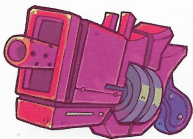
Bubbline



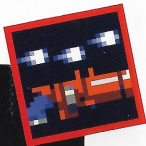
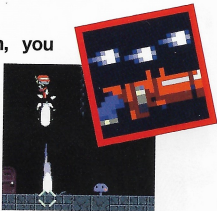
Finding the Bubbline might require the clever use of gelatinous materials in some hot places. The Bubbline's three levels are very distinct in their firing patterns and damage capabilities. It changes at Level 2, offering rapid fire, and at Level 3 the Bubbline can work as a shield of sorts.



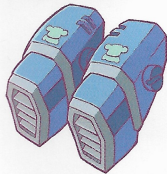
Machine Gun



After acquiring the Machine Gun, you won't need much backup while battling the opposition. A rapid-fire weapon as the name suggests, the highly potent Machine Gun dispatches enemies with brutal force. Try firing downward while airborne with a Level 3 Machine Gun.



Booster



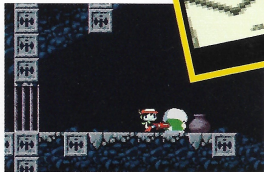
Strap on this jet pack and you'll be able to extend the distance and/or height of a jump by pressing the Jump button in mid-air. There are two different versions of the Booster... but if you find one, you'll never find the other.



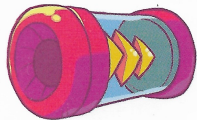
Sue's Letter



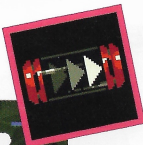
This mysterious missive will suddenly appear in your inventory at a crucial point in the game's unfolding story. Who is Sue, and why did she write you a letter? What vital information could possibly be carried inside this simple, ordinary envelope?



Turbocharge



The Turbocharge is an attachment that enhances the performance of the Machine Gun. In fact, you won't be able to get the Turbocharge unless you're carrying that weapon!



Tow Rope



A sturdy bungee cable that's very useful for towing robots. Under certain special circumstances, you might be able to find one in an area where robots have been towed. You never know when it might come in handy....



A few items (such as Life Capsules) will increase your overall health, but won't be maintained in the Sub-Screen. Others (such as the Map System) will be inventoried at the Sub-Screen for later use.



Friends and Enemies You'll Encounter on Your Journey



Some of the characters you'll meet are instantly friendly. But there are others—two in particular—who have no intention of letting you stop the events that have already been put in motion. Let's meet some of the more notable characters... starting with you, the star of the game!

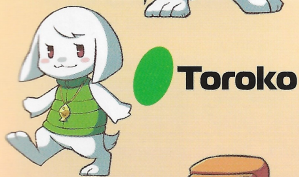
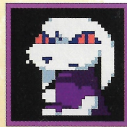
Mister Traveler

The main protagonist doesn't remember his name or where he came from. In his journey he'll learn about his past and his original purpose. If he does everything right, he may be able to save his Mimiga friends!



 **King**

Call him number one in Mimiga Village, a responsibility passed on to him by the previous leader, Arthur. King's duty is to the Mimiga who live in the village. He's not the friendliest Mimiga you'll meet, but he does have good intentions.



 **Toroko**

The diminutive Toroko makes friends easily; she warmly welcomes you to the village while King and Jack do nothing but question your motives.



 **Jack**

He's happy to be number-two to King's number-one; that's Jack. Loyal to the end, he has King covered under any circumstance.



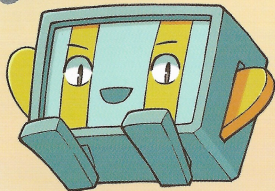
Misery



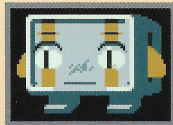
Using her nearly limitless magic, Misery is greatly responsible for the ongoing turmoil. For whatever reason it may be, she is in search of someone named Sue.



Balrog



Meet Misery's company, Balrog. With the nose of a Harrier, Balrog can find his prey anywhere. He's quite persistent and won't give up very easily, as you'll soon discover.



Protecting your new friends won't be easy and you can't do it alone, so be sure to speak with everyone you meet. They might offer advice or cryptic hints, or ask for a favor. You might even get something special in return for your kindness!

STOP!

If you turn this page, you may place yourself at risk for **SPOILERS** and/or insider knowledge that some players prefer to discover without help.

DO NOT VIEW THE REST OF THIS INSTRUCTION MANUAL if you want to enjoy the *Cave Story+* experience as it was originally intended.

If you continue to read further, Nicalis Inc. will not be responsible for any decreased enjoyment that may result from your reluctance to figure out stuff on your own.

PROCEED AT YOUR OWN RISK!
YOU HAVE BEEN WARNED!



Super Secrets and Unlockables

Your adventure can be completed in several different ways, and the ending you'll see is determined by some of the choices you make and the order in which you do certain things. You can also unlock new game modes by achieving certain objectives. Here's a (mostly) spoiler-free recap of some of the things you can accomplish!

- To unlock the S_____ T_____ A_____ Challenge, the B_____ A_____ Challenge and the W_____ F_____ Challenge, get the "Best Ending"
- To unlock the C_____ ' S_____ game mode and the M_____ G_____ Challenge, find C_____ ' P_____
- To unlock the N_____ Challenge, find the N_____ weapon
- To unlock the S_____ P_____ challenge, find the F_____ weapon



But how do I get the "Best Ending"?

You now **hold** in your hands the key to the biggest secret of your adventure. With **this page** you will be able to see the "Best Ending." It's **up** to you **to** figure out what these words mean and use **the** clues to your advantage. Don't take this responsibility **lightly**!

When falls the don't to Jump the
instead. the area, the Rope the and it
Curly you the Put on bed the in
Waterway. the drain of and leave behind.
Get Booster from House. to and Cthulhu
the to about Mushroom. a from storage
room the Village and the Talk Ma
defeat and it Curly the to the Bond.
After the Core, the door the building
the Stained Finish area the Ending."

Your Mimiga friends are counting on you, and your own fate hangs in the balance. Always try to do your best, and never give up!

Bonus Top-Secret Clue Matrix (Shhh...tell no one!)

enter	Blood	Sanctuary.	this	for	"Best
defeating	Undead	use	trap	in	prelad
it	feed	to	in	Plantation	get
in	Mimiga	Cemetery	examine	Badge.	to
Plantation	learn	the	Get	Badge	the
the	vs.0	Arthur's	Talk	Curly	the
Read	book,	Curly	water	don't	her
after	defeat	Core.	Curly	the	in
In	Core	find	Tow	in	water
Booster	in	Labyrinth,	talk	him.	across
gap					on



NICALIS

NICALIS, INC. 129 E. CITY PLACE DR., SANTA ANA, CA 92705

Printed in USA